Mid - Florida Atari Computer Club Bulletin

January, 1995

Vol. 12, No. 1

This is the monthly bulletin of the Mid-Florida Atari Computer Club. In it are articles written or submitted by members who feel they are of interest to all users of Atari computers.

You may wish to join a computer club to share the beneficial aspects of having others around you who have similar machines, like interests, and a desire to share what they know with others. A users group can help you understand things about your computer that they have already discovered.

Our membership, at $12.00 per year, entitles you to the newsletter, access to the disk libraries, and club meetings where all the fun and education happen on a monthly basis.

We meet in the Orlando Library building downtown Orlando, 101 E Central Blvd. At 1:30PM on the second Sunday of each month. Feel free to join us there next month to learn more about the wonderful world of computers, and Atari computers in particular.

For Newsletter Exchange

M.F.A.C.C.
C/O Bob Smith
3729 Yosemite Dr.
Orlando, FL 32818

M.F.A.C.C. Affiliated BBS Listing:

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Mid-Florida Atari Computer Club

MID-FLORIDA ATARI COMPUTER CLUB

From The President

The New Year has arrived, the Tax forms are in the mail and this is the first month of the New Year. (Startling revelation, isn't it?)

You will notice that this month's Newsletter has a mixture of articles covering several completely different topics. In particular, there is one about the Atari world and Orlando. We have finally made the big time and new technology is on its way to us. I would encourage all of you to look very closely at all of the articles in our newsletter, as they are thought provoking, incisive and to the point. Now for a little year end review of my own.

This past year we have had several new members join us and in doing so, we still see that there IS NEW BLOOD out there in Atari world. One of our NEW members did an outstanding job in demo'ing his new Jaguar. Atari is on the cutting edge with this machine (see the articles in this issue) and it is my fervent hope that they will continue to persue the expansion of the machine and stay on top. We had other Demo's and also a very good multi-networked 8 Bit setup, using four separate 8 Bit Computers and an interactive real time game. This game was perfected and demonstrated by Jeff Potter. Jeff also has become our new 8 Bit Librarian and has already instituted some new changes. On the ST Library side, a Disk Of The Month feature is starting up.

Robert Raymond put together a successful Christmas Party. Mid-Florida Atari Computer Club moved into and renewed it's lease for new quarters at the Downtown Public Library and the time of meeting has been changed to start at 3:00PM with the meeting room open at 1:30PM for just browsing. The Club now has it's own harddrive and several interesting demos have been done using it.

There is a good deal to learn from the past year's activities, but perhaps the most important lesson is that our Atari Community is still alive and kicking, in spite of the fact, that some would have you believe otherwise. We still have members from all over the State with ages ranging from the teens to the eightys. This, in of itself, gives me hope that we will continue to persevere.

Ok, enough of that and let me just say one more thing:

HAPPY NEW YEAR

To everyone and the very best and healthiest of years to you and your loved ones!!!!!

Minutes Of The M.F.A.C.C. General Meeting

December 11th, 1994

The meeting began at 3pm.

Bob began the meeting with an introduction to two fellows from Compuline, Lenny Rogers and Dave Higgins, who gave a lecture on "the Past, Present, and Future of computers", which was very interesting. Their company specializes in computer training, repairs, and support.

At 3:45, things quieted down with the normal meeting. The Xmas party was discussed, and the 800 will not be there because Jeff Potter will not be there. However, there will still be a Jaguar and an ST on site.

The 'Disk of the Month' will be restarted in January. Bring a disk or a dollar and its yours. January's offer; StarBall!

Jeff Potter will now be the 800 librarian.

Next month, Bob will make two ST computers multitask and talk to each other.

Robert Raymond was elected "Man of the Year". Since the year is just about up, it was no big thrill.

Bob Coolie introduced himself and was inducted; he joins the ranks of the 800 club.

At 4:00pm, the meeting ended, and the fun began.

Some phone numbers you will need to communicate with our club:

President:
Bob Smith ☛ 299-5374

Vice-President:
John Baker ☛ 823-9705

Treasurer:
Bill Baker ☛ 277-3438

Secretary:
Robert Raymond ☛ 896-7404

Librarians:
8-Bit:
Jeff Potter

ST:
Bob Smith ☛ 299-5374

Publicity:
☛

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Treasurer's Report
November, 1994

Opening balance of	815.26
Deposit	000.00
Debit	111.14
Service Charge	8.00
Closing balance	696.12

We tryed very hard to get a report but Bill's system was doing a year end back-up for the IRS.

Birthdays for January

Jeff Potter & Bob Smith

All welcomed as new members.

COMING EVENTS

Lots of Demos are planned for next month, be here!!!

FOR SALE

3 single density drives complete $10 each
Large selection of new & used software, games utilities etc. Start mags with disks $1 each.
SM124 St monochrome monitor $75
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See Bob Smith or call 299-5374

Key Issues

Heroin-Ware
or
How I Became An Addict

By Robert Raymond

I recently read an article in the Sentinel about the computer game 'Doom', a violent, addicting game. In usual newspaper-shrill tones, the article printed all sorts of quotes from people who were 'addicted' to it. The paper showed them as victims; I viewed them as mellon-heads.

Of course, with Xmas looming nearer, my wife asked me if there was anything that I wanted. As I had heard that Doom was now available for the Jaguar, I told her to buy that for me (it beats a tie, right?). Xmas day came, I got my new toy, and then (shudder) my life turned into a living hell...

For those of you who are not familiar with Doom, the game is one of those first-person-perspective games, where you look down the barrel of your gun. Built out of the successful Castle-Wolfenstein graphics engine, Doom allows the player to become the last marine on a besieged base on Mars, which has been overrun by the forces of Hell (Merry Christmas, everyone!) The game excels at grossness - an example, if you look hard enough, you can find a chain-saw, which you can use to carve monsters into cutlets!

I kept thinking about those poor fools who wept about addiction, when suddenly I noticed that I had spent every night of the week following Xmas glued to the set, hooked to this crazy game. In a sense, I have become addicted as well (though I will not be quitting my job or divorcing my wife (unless she walks between me and the set at some critical moment again)).

But what causes this sort of playing frenzy, where you have got to see each level though, regardless of the cost? A night or two ago, while banging away with a pistol at long range, I pondered the success of the game - why does it force a player to keep coming back, again and again. I believe that there are two reasons.

First, the graphics are stunning. The fireballs, the demons, the explosions. All of them are fun to watch. But there is more. The surroundings (walls, floors, sky) all change from level to level. Each floor has at least one scenic 'gotcha' where you will pause along your bloody road and just look. After a while, you are playing just to see what new weird and wonderful vistas you will encounter.

Second, each floor is laid out in similar fashion to a platform game. There tends to be a single 'right' path to follow to a successful conclusion. Through trial and error, the player can learn that, at this door, he needs to cut left, and blast an Imp with his shotgun. But he has to back out real fast before a demon can draw a clear shot at him. This style of problem-solving becomes something like a ninja training ground; the player must walk the steps, in perfection, to succeed. Death is no more than data to be used for success, a reconnaissance of action, so to speak.

I can tell that my addiction is coming to an end. At level 18 (out of 32), I am loosing my drive to see each new level. Usually, at this point, it is time to give the game a rest and come back to it later. Give my thumb, my TV, and my relationship with my wife a chance to heal. But I did hear that Morrisons (ed. note: Morrisons Computer) now has Iron Soldier, a real kick-ass game. Maybe I can take a break from Doom and go check it out...

(Author's Note:
SPECIAL NEWS TO NOTE: Bill Baker gets a warm thank you from your author for stepping in for me during the club Xmas party. I wanted to be there, but a friend of mine was diagnosed with cancer (severe, short-time, and fatal), and I had to attend a church service for her. Again, thanks for the backup, Bill!)

(Dreaded Editor's Note: Robert Raymond, once again, has done an outstanding job on his article and he has reached the point of having his own Author's Note. The Newsletter staff is extremely greatful for Robert's contribution and his vast continuing support of the Mid-Florida Atari Computer Club. He typifies what the consummate member is and with his extraordinarily broad and vast aray of talents, he should only serve to increase the quality of our Club and Newsletter. Perhaps, if asked he will provide his BROAD insights in many, many areas for the edification of all. Now, if he would only show his true forthrightness and upgrade to "O" gauge and come out of the closet.

Thank you again, Robert, for the very excellent article and your other services. "It is a business doing pleasure with you!!")

ATARI ST DISK OF THE MONTH

By Bob Smith
MFACC Acting ST Librarian

This is the first of (hopefully) a monthly column describing the ST Disks of the Month for the Mid-Florida Atari Computer Club. This month it is the game of STARBALL. I recently demo'ed this exciting Pinball Game and because of it being requested by several members, it is a great way to start off this new aspect of the Mid-Florida Atari Computer Club library.

A short introduction to this game would be in order. This is an Atari game that was written by Dave Oldcorn of Volume 11 Software Development, located in Preston, England. The game will successfully run on all the Atari ST/STE/TT/Falcon computers without any problems and the nice thing is that even an owner of an original 520 ST, with 512KB, will have no problems.

You find several files included in the folder, including STARBALL.TOS. This is the actual program and all you need to do is just click on it and away you go. However, for owners of a 520 ST with only 512k of memory, you will need to run it from an AUTO folder. To do this, create a folder called AUTO on the Starball disk, copy STARBALL.TOS into that folder and rename STARBALL.TOS to STARBALL.PRG. Once done, you will now be able to run this program whenever you turn on your computer. All other types of Atari Computer owners can run it from inside any folder on any drive.

A complete and comprehensive set of instructions (README File) can be found inside the game itself, by holding SHIFT when the quote of the day appears on your screen. This will happen at the very start of your bootup. Please read that message as it carries detailed instructions on how to use the game. For Falcon users, look at the main instructions for information on to setup MODLIST.TXT to select the right sound track modules. An example file is provided in the package, with lots of comments. Please note, ALL of the Starball files must be present for the game to run.

For those of you that want to get right into the game, the following keyboard keys are the most important:

1- Left and Right Shift Keys: These are the keys that operate the flippers in the game proper. The flippers work just like they do on real machines and the ball can be controlled by the way you use these keys. There are three sets of flippers that are controlled simultaneously.

2- Control Key: This key is used to activate the plunger that launches your ball into the game area. By depressing this key with various pressures, you can vary the speed of the ball as it comes out of the ball channel.

3- Esc (escape) Key: This key will end the game or start a new one.

Once again, this is only a short description and you should read the full instructions to learn of the other controls and more.

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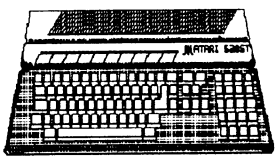
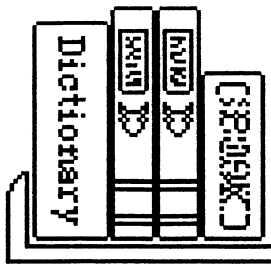


The Falcon has LANDED!!!



For Your Information

** Atari Releases Five Jaguar Games **

Hammered by critics over delays in getting software titles out, Atari Corp. has responded with release of five new games for its 64-bit Jaguar game system in time for the holidays. This brings to about 20 the number of titles for the Jaguar, which sells for about $250.

Among the new games are "Kasumi Ninja," "Zool2," " "Iron Soldier", "Busby" and "Val d'Isere Skiing & Snowboarding." Atari recently introduced a version of the popular "Doom" game. Prices range from $60 to $70.

** Sharp Unveils New PDA **

Sharp Electronics Corp. has introduced its keyboard-enhanced Zaurus personal digital (PDA).

The company says Zaurus will be marketed to corporations as a productivity tool. It will also be positioned as a vertical application solution in fields such as medical, pharmaceutical. Sharp notes that target customers -- primarily mobile professionals -- can send and receive email, send faxes, access online services, exchange information with local and remote PCs, take notes on an electronic note pad, create maps and drawings, generate documents and manage their time and information.

The PDA offers 1MB of RAM -- 750K of which is available for user data and add-on software programs. Zaurus combines a pen for note taking, drawing and accessing information and a keyboard for text intensive applications like messaging and word processing.

Connected to a regular or cellular phone, Zaurus users can send or receive messages and data using public e-mail services such as AT&T Mail and access online services such as CompuServe. Users can also fax documents. An optional Zaurus Mail system allows small work groups to exchange messages and data using a single Windows-based PC as an electronic post office.

Zaurus measures 6.7 by 3.9 by 1.0 inches and weighs 13.6 ounces.

Set to ship in late January, the base Zaurus will sell for $749. A model that includes a data/fax modem will cost $849.

** Matsushita Creates New Circuitry **

A breakthrough is being claimed by Japan's Matsushita Electric Industrial Co. Ltd. in developing denser circuitry that it says will allow manufacture of smaller portable phones, camcorders, computers and other electronic goods.

Reports say the development, called "ALIVH" ("Any Layer Inner Via Hole"), can reduce the size of circuitry by 30% to 50% and initially will be used in-house for Matsushita's own products, allowing time to perfect mass production using the technology.

Saying sample shipments of the ALIVH multi-layered wiring board will be available in the second half of next year, company officials said first applications could be for PCs, camcorders, portable phones, pagers and CD-ROMS.

** Windows 95 to Get MIDI Support **

Microsoft Corp. says it plans to integrate Open Music System MIDI architecture from Opcode Systems Inc. into its forthcoming Windows 95 operating system.

Microsoft notes that the move will extend Windows 95's Plug and Play support to MIDI devices such as keyboards, synthesizers, effects processors and drum machines.

Opcode states that it plans to bring its suite of professional music software and hardware solutions, including Vision, Galaxy and Studio 4, to Windows 95 in 1995's second quarter.

OMS is an industry standard for professional musicians, multimedia developers and music enthusiasts that provides an environment for MIDI programs and hardware to work together. OMS-compatible software enables communication with a wide range of hardware devices such as external MIDI and SMPTE interfaces, sound cards and MIDI synthesizers.

The first OMS MIDI implementation for Windows 95, including Plug and Play, will be available as an extension to Windows 95 after the operating system has shipped. Subsequent versions of Windows will include OMS MIDI as an integrated feature of the operating system.

** Combo Audio/CD-ROMs Planned **

Philips Media and Ardent Records say they plan to release a series of combination audio/CD-ROM disks.

The AudioVision CD products will feature a full album playable on a standard CD player and an interactive audio-visual section playable on a standard Macintosh computer. The first releases, due out next year, will feature the sights and sounds of two of Ardent Records' recent signings: 2 Minutes Hate and Techno-Squid Eats Parliament.

Continued next page ☞

The releases will be distributed through PolyGram Group Distribution in record and video outlets, and through Philips Media Distribution to software retailers.

** WordPerfect Ships PerfectOffice **

WordPerfect's PerfectOffice applications suite is to begin shipping tomorrow, two months after the redesigned software was first promised but a month before some analysts' expectations.

The suite - word processing, spreadsheet and database programs - will offer new technology, including Envoy, a workgroup publishing program that allows users to send documents with formatting that crosses computer platform boundaries.

** Apple Unveils Game Machine **

Apple Computer says it is developing a new CD-ROM game system that's based on the PowerPC microprocessor and its Macintosh operating system.

Apple plans to license the platform, dubbed Pippen, to a variety of vendors in different fields. The system is due out in late 1995.

"Now multimedia technology has the potential of reaching the penetration levels of audio CD players and VCRs," says Satjiv Chahil, vice president of Apple Computer's New Media Group.

Apple believes that Pippin will provide significant advantages over current CD-ROM- based multimedia players, many of which are focused simply on playing game software. The company says Pippin will support a wide array of multimedia titles.

Bandai Co. Ltd., a Japanese entertainment conglomerate, will offer a multimedia player based on Pippen technology in late 1995.

** Researchers Develop New Screen **

A new flat-screen computer display is being developed by researchers at Kent State University in Ohio, who say it might soon replace paper-printed newspapers, magazines and books.

Director J. William Doane of Kent State's Glenn Brown Liquid Crystal Institute said, "The display industry is looking for a flat-panel display screen that's purely reflective, so it looks just like a piece of paper, but has the potential for full color."

Reports are that KSU researchers, supported by a nearly $2 million, three-year federal grant, invented a material (polymer-stabilized cholesteric textures) "that produces high-contrast images without backlights, now needed in liquid crystal display technology."

Institute Associate Director John West said the new screens produce a display about the size of an average piece of paper and are about only one-quarter of an inch thick, adding, "The new technology's main application will be in electronic devices, such as portable faxes, electronic books, magazines and newspapers, as well as a range of new portable communication devices coming on the market within the next few years."

West said the image will be much better than TV pictures, using about 4 million pixels per page-size display as compared with current television's some 300,000 pixels per screen. The technology also will eliminate the expense of placing transistors at each pixel site, he said.

KSU researchers say they expect a high-speed display using light-weight, plastic material to be ready by mid-1995, that each "page" will appear in a fraction of a second, the equivalent of turning a paper page by hand.

The work is supported by the Center on Advanced Liquid Crystalline Optical Materials, a consortium of Kent State, Case Western Reserve University and the University of Akron.

** HP, Microsoft Eye Infrared System **

Hewlett-Packard Co. and Microsoft Corp. say they are developing a Windows 95 infrared communications solution that will address the growing need for low-cost, wireless communication between PCs, printers and other peripheral products.

The software is being designed for PCs and peripherals with IrDA-compliant infrared ports.

Infrared interoperability will provide users with "point-and-shoot" file transfer, printing and other communication capabilities without requiring cables or other accessories.

"Our overall goal for Windows 95 Mobile Services is to make using PCs away from the desk easier and more powerful for everyone," says Brad Chase, general manager of Microsoft's Personal Systems Group.

"Today's mobile PC users desperately want a low-cost, hassle-free way to transfer files, print on-the-go and quickly share information between devices," says Andy Seybold, editor of Outlook on Mobile Computing. "Infrared communication looks like the best and nearest-term solution to fill those needs."

** NEC Makes 1-Gigabit Breakthrough **

A tiny memory cell that can be used to make computer memory chips able to store one gigabit -- a billion units -- of information has been developed by Japan's NEC Corp.

Quotes from NEC officials say the firm will distribute samples of the chips in 1998 and begin mass production in 2000.

NEC says a single chip of the new design could store 16 complete works of William Shakespeare or four hours of music.

** PC Shipments Up 23%, IDC Says **

Researchers predict PCs shipments in the U.S. will hit

18.4 million this year, up 23% from 1993. In fact, says International Data Corp., unit shipments will top 20% growth for the third year in a row.

Replacement of older-model PCs continued at a rapid pace and the consolidation among the bottom tier of vendors that was rampant in 1993 has subsided this year.

IDC released this list of the top 10 vendors, their unit shipments, market share and growth from 1993 to 1994:

1. Compaq, 2,355,000 units, 12.8% share, 61% growth.
2. Apple, 2,224,000 units, 12.2% share, 8% growth.
3. Packard Bell, 1,995,000 units, 10.8% share, 100% growth.
4. IBM, 1,868,000 units, 10.2% share, minus 8% growth.
5. Gateway 2000, 937,000 units, 5.1% share, 40% growth.
6. Dell, 780,000 units, 4.2% share, 4% growth.
7. AST, 733,000 units, 4% share, 18% growth.
8. Toshiba, 687,000 units, 3.7% share, 108% growth.
9. Acer, 465,000 units, 2.5% share, 88% growth.
10. (tie) Hewlett-Packard, 445,000 units, 2.4% share, 92% growth, AT&T GIS, 445,000 units, 2.4% share, 93% growth.

All others, 5,446,000 units, 29.6% share, 3% growth.

Disk of the Month continued from page 6...

The following are the files found in the folder "STARBALL":

Filename	Size	Description
BS.AFL	54244	Game Screen
INTRO.AFL	97180	Game Screen
MAIN.AFL	143072	Game Screen
MODLIST.TXT	689	Sample Sound File
STARBALL.HS	522	Game Screen
STARBALL.TOS	19931	Game Program
STARBALL.TXT	2072	Information About Starball
SUPPORT.AFL	61340	Game Screen

Please note that the Sound Files available for Starball are contained in the folder: STARBLFX.SND.

The second folder contains the files which are final conversion for the use of music with the game of Starball - the new sampled sound files. Please note that these sound files will only run on machines with HARDWARESAMPLING, such as STE's/ TT's/ Falcons. If this equipment is not present, the game will crash. If you have a Falcon, it is important that MODLIST.TXT exists, because if the module player is disabled no sound will be used.

The STAR1.SPL file should be put in the same directory with all of the other STARBALL files. You will note that there several samples in this folder and they are 12.5kHz and 6.25kHz. Some of them are very poor, some average and several are brilliant. They are a definite addition to the game and if you can set them up, it will dramatically enhance this game.

Filename	Size	Description
STAR1.SPL	332006	Complete Sound Files
STARBLFX.TXT	803	Sound Text Files

That's all for now! Stay tuned for future Disk Of The Month programs. They are available only through the Mid-Florida Atari Computer Club Library.

Disk of the Month 8bit...

By Jeff Potter
MFACC 8-Bit Librarian

Greetings 8-bitters! This is my first of (hopefully) several columns describing the 8-bit Disks of the Month for the Mid-Florida Atari Computer Club. This month's theme, as suggested by an 8-bit user, is assemblers. I have collected two excellent recent (1994) examples.

MAE 0.9:

The first is from John Harris, whose first claim to fame was the game Jawbreaker for the early Atari 800. John is still actively involved with the 8-bit, selling them as messaging systems for cable TV and hotel TV operators. MAE is an integrated package including program editor, macro-assembler, and monitor/debugger. From personal experience, I recommend these as first-rate programs. I have used this extensively on a recent programming project. Here's the directory of side one:

Filename	Size	Description
MAE	COM	0113 the program, for Sparta DOS or DOS XL.
RUNAD	OBJ	0001 append this to MAE for MyDOS or DOS 2.5.
ED	DOC	0104 docs for the editor portion.
ASM	DOC	0160 docs for the assembler portion.
MONITOR	DOC	0106 docs for the monitor/debugger portion.
NOTE64	DOC	0008 a note for operation on a 64K machine
HISTORY	DOC	0024 notes on the history of the program.
MACRO	ASM	0015 an example of macro programming.
MAE64	COM	0112 version of MAE for 64K machines.

Note that MAE works best on 128K and larger expanded machines (I don't believe it will work on a 48K 800). I'm not sure if John explains it well in the docs, but to get MAE to work with MyDOS or DOS 2.5 you need to copy MAE.COM to another disk or filename, then copy RUNAD.OBJ with append (,A) to the same filename. This allows MyDOS/DOS 2.5 to locate the run address of the program. MAE is quite a powerful program. The editor is tailored for programs (and thus makes a poor word processor), and works entirely without line numbers. It has powerful features, like being able to locate where you have defined a label with a single key combination. The assembler is powerful, and very fast (a close second to the MAC/65 cartridge). The two are tightly integrated: when the assembler has detected errors, you can use a key combination in the editor to take you to the lines where the errors occurred! The debugger is the best I have seen. It keeps the symbol table in XE (banked) memory, so you can interactively look up labels rather than debug purely with hex numbers. Of course it has the capability to set breakpoints, and to do interactive tracing of the instructions. Highly recommended!

KASM 2.41:

The second side of the disk contains Ken Siders' KASM package. Ken based this on the Atari Macro Assembler (AMAC) and ICD's MAC/65, and managed to provide support for both of these (quite a feat!). I was able to convert one of my large AMAC programs over to use by KASM with very little effort. The assembly time was 2-3 times faster, and the executable code generated wasn't chopped into little 252 byte segments. This package also includes support for relocatable files which can be compiled once and linked with other object code you have created. This feature allows you to save the assembly time of most of your program each time you make a small change to one routine.

Filename	Size	Description
READ	ME	0009 some notes from Ken.
KASM	COM	0131 the assembler program.
KASM	DOC	0307 the docs for the assembler.
KLINK	COM	0056 the linker, for relocatable files.
KLINK	DOC	0061 the docs for the linker.
EDIT	COM	0047 an editor, also by Ken.
EDIT	DOC	0040 docs for the editor.
FLASH80	COM	0022 an 80-column handler for the editor.
VHOLD	ASM	0012 sample code.
SNOW	ASM	0010 sample code.

KASM, as I noted, will work on assembler code generated for either AMAC or MAC/65, with very little changes required. The relocatable files generated (in relative mode) are compatible with those generated by CC65, a public domain C language compiler (and great program in its own right). This lets you have the option of creating libraries of relocatable object code in either assembler or C, and linking them into one executable. Quite a powerful feature for the old 8-bit! The FLASH80 handler replaces the E: device, allowing you to run other programs in 80 column mode (like EDIT). The EDIT program seems to be a work in progress. I didn't use it much myself, but I have heard other users say it acts like the ICD Action! language editor.

KASM should work with a 48K, 64K or larger 8-bit, with Sparta DOS, MyDOS, or DOS 2.5. With either of these programs, you can use the provided editor, or most any editor you wish to produce the source code.

REFERENCE MATERIAL:

While I'm on the subject of assemblers, I thought I'd include some suggestions for nearly indispensable books and files to help 8-bit programmers. My favorites include:

1- MAPPING THE ATARI from Compute! Books.
This lists every usable memory location for the 8-bit, with commentary and suggested use. I understand the Tyne & Wear Atari User Group (TWAUG) from England has finished a replacement called THE COMPLETE AND ESSENTIAL MAP, with even more vital information.

2- ATARI TECHNICAL USER NOTES from Atari.
The last version included the commented source code to the 400/800 Operating System, quite a resource for poking

around the built-in functions.

3- DE RE ATARI from Atari.
An excellent tutorial on the basic and advanced features in the 8-bit computers.

4- Analog Computing's Pocket Reference Card. This is just the thing for looking up error codes and conversions to/from ATASCII characters to hex values.

I also have a disk copy of Bob DuHamel's Atari System Reference Manual, a concise version of material similar to what's in the above resources.

That's all for now! Keep pounding on those old 8-bit keyboards!

FARGO PRIMERA PRINTER DRIVERS FOR CALAMUS SL. PIXART 2.2

The Ultimate Painting package for all ATARI systems.

Introduction

"Homa Systems House" is pleased to announce its joining to the ATARI computers market, as a SOFTWARE & HARDWARE company. Our goal is to bring you the finest Hardware and Software which would show once again the superiority of the ATARI line of computers. By being both a hardware and software company, we are able to offer HW and SW solutions to your needs. At this time, we are excited to announce the following products:

FARGO PRIMERA PRINTER DRIVERS FOR CALAMUS SL.

There are two sets of printer drivers available for the Primera printer, one for WAX THERMAL printing and one for Dye-sublimation.

i) Wax thermal set includes the following printer drivers:
   - driver for 3 color printing (C, Y, M)
   - driver for 4 color printing (C, Y, M, K)
   - driver for monochrome printing

ii) Dye sublimation set includes the above plus a specific printer driver for the Dye-sublimation ribbon, for photo realistic (amazing) output.

Fargo Primera is a photo realistic color printer that is actually affordable. Primera utilizes the printing technologies most preferred by professional graphics artists, WAX THERMAL TRANSFER and DYE-SUBLIMATION, as alternatives to the ink jet technology. With Primera, you are thus able to obtain the brightest, sharpest and most vibrant color output available on the desktop today. Primera is the perfect color printer for producing all of your comps, proofs, photos, mock-ups, illustrations, 3D rendering, video captures, presentation materials, electronic images and much much more. What makes Primera stick out is its price. For thousands of dollars less than other dye-sublimation and thermal wax printers, you can now print stunning color graphics and text on plain laser paper, overhead transparency film - even heat transfer for T-shirts, coffee mugs and caps.

Specifications:
Resolution: 203 DPI printing

Print Speed
WAX color: 25 MPP
WAX Monochrome: 1 PPM
Dye-sublimation color: 10-12 MPP
Dye-sublimation mono: 5 MPP

Print size:

A	8.5 x 11 inches
A-long	8.5 x 13 inches
A4	210 x 297 mm
A4-long	210 x 330 mm

For more info please contact HOMA Systems House.

PIXART 2.2

Pixart is the ultimate painting package for everyone. With its easy and friendly user interface and powerful painting tools, it makes it the ideal program for painters, desktop publishers, children, or just an occasional computer hobbyist. What makes Pixart even more attractive is its affordable price. It works on any ATARI computer with at least 1meg of memory (TOS 1.0 - MTOS, MAGIC, Geneva, Falcon030 , TT030, ...), in monochrome and 2,4, 16, 24 bit color (2, 4, 16, 256, 32K, true color, 16.8 Million colors). It is also compatible with all the graphics cards in the market (NOVA, CYREL SUNRISE, MATRIX, CRAZY DOTS, ...).

Pixart is full of features and here are some:
- picture size of 32000 x 32000 pixels, in definable resolution (DPI)
- it has over 17 drawing tools (lines, rays, rectangle, air brush, ...)
- very powerful and extensive user definable block editing and manipulation tools:

- normal and lasso cut
- stretch, zoom, rotate, horizontal tilt, vertical tilt, angular distortion, invert, projection of the block onto 16 predefined 3D shapes, user definable (any size) grids and projection onto the grids with loading and saving option for the custom grids.
- built in text editor, with the option of loading text from disk, color, text attributes (bold, italic, outline, ...)
- supports speedogdos 5 (bitstream, true type, type 1), speedogdos 4, NVDI 3 (bitstream, true type), signum fonts, bitmap fonts.
- loads GIF, TIF, IFF, IMG, XIMG, TARGA, PI? (1,2,3,5,6,7), PC(1,2,3), NEO, PCX, PAC, PIC (STAD), ESM (TMS enhanced Simplex format), BIG (draw BIG), PIX (Pixart's own format)
- saves as IMG, TIF, IFF, BMP, ESM, PCX, PI?, PC?, PIX.
- powerful printing features:
  - has built in printer drivers for 9pin, 24 pin, HP Laser Jet, HP Deskjet 500C, HP Deskjet 550C, and is also capable of printing to any GDOS driver.
  - 18 different dittering patterns for best output (color or monochrome) - print preview
  - allows you to zoom in on your screen to print any area of your picture with user definable resolution.
  - variable printing direction - and more!
- Clipboard
- Multiple picture windows
- on screen help
- zoom (+,-)
- Completely GEM oriented and fully customizable:
  - menu driven, user customizable popup menus, user customizable menu short cuts (keyboard), 3D look, user definable dialog boxes (normal or in a window for fully multitasking)
- Scanner support with GDPS drivers (supported by HOMA Systems House)
- Graphics tablet support (drivers and hardware available from Homa Systems House)
- and many, many, many more features.

This package is full of features. A must have for everyone. For more info on this wonderful package, please contact HOMA Systems House.

Please contact Homa Systems House for more information. We are so excited about this, and hopefully you will be too. Please send your comments to:

HOMA SYSTEMS HOUSE
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OTTAWA, ONT. K1N 5S0
CANADA
email: aa414@freenet.carleton.ca genie: S.FARSHIDGH

Homa Systems House
tel: (613) 722-0901 fax: (613) 722-9061

	Suggested Retail (US$) ##
Fargo Primera Printer driver for Calamus SL, Wax Thermal	69.00
Fargo Primera Printer drivers for Calamus SL, Dye sublimation & Wax thermal	169.00
Fargo Primera Printer, Thermal Wax, No ATARI Drivers	795.00
Photo realistic upgrade (dye sublimation), No ATARI Drivers	225.00

Availability
- Fargo Printer drivers..... available now
- Fargo Printers ..... available now
- Pixart 2.2 ..... Jan 9 /1995 (Estm)

Terms and payments.
We accept certified check or money order at this time only. Canadian residents can pay C.O.D. 7% GST applies to Canadian customers. 8% PST applies to Ontario residents. Please call Homa Systems House for more details for ordering.

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ATARI ARTIST

By: Peter Donoso & Fadi Hayek

Cross-Platform Connectivity. What exactly does this refer to? For those of you out there who prefer their explanations in scientific terms, I've consulted with a leading astro-physicist whose love of lecturing is quite legendary. His explanation:

"A growing number of computer users are finding the movement of this novel concept has journeyed quite a distance since its first conception from within the participle-clustered theories of science fiction's great literary minds. Recent developments have successfully broken the divisional isolation of each system platform from the influence of a singularity-based gravitational well. Now, this has been primarily accomplished through the application of a brilliantly reformulated computational set of new marketing opportunity vectors.The resulting vastly-increased sales trajectories have, in turn, yielded the required momentum to "slingshot", as it were, these emerging unified forces past the dwarfed utterings of a few fervently-spoken platitudes, and out into the temporal matrix of a very near future time. And so, we believe they are presently maintaining a steadily-accelerating heading towards a sector of the computer galaxy which some theorists suspect may hold the greatest potential for the future of all sentient computerists - the Crossware Netbula!"

For those of you who like their explanations in English:

Simply put, there is one hell of a fierce battle raging out there in the silicon valleys and corporate canyons of computer technology right now, even as we speak - one which will ultimately determine which team makes it to the final championship, while the future fate of the common man hangs in the balance! Although some people may feel that using military, athletic and political terms really has little relevance to the very issues which the computer world is currently thrashing out, it's an increasingly thin line that divides microprocessors from the metaphors of those other universal arenas of decidedly human behavior.

When heard within this larger context, words like "conflict", "platform", "group", "system", "media", "program", "data" and "drive" all start to take on dual, triple and quadruple shadings of significance. Politics, sports and armed conflicts seem to be such interchangeable bytes on news segments these days, that pouring this gumbo into the speculative cauldron of future computer development seems quite logical to me. In the course of trying to establish some common points of reference, these seem to work as well as anything else out there. So let's take a closer look at each direction in our current crossroad, and what consequences committing to any one direction might have down the road for the average user - which is to say, you and I.

In simplifying the alternatives, the decision seems to boil down to taking one of two directions in our proverbial information crossroads.

Here's what I feel are the primary choices:

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//// **On One Hand....**

=-=-=-=-=-=-=-=-=-=-=

One road leads to a mutually-vested confederation of operating systems (OS), drawn together from most of the original independents (Macintosh under System 7, Atari under TOS w/GEM support, Commodore's AmigaDOS/ Workbench, UNIX/X-Windows, possible NEXT, and Microsoft's DOS/Windows 3.1). Developers and users alike of these individual platforms would be looking down the road to a time where any one of these platforms would be able to freely exchange and access ANY and ALL data, regardless of origin, as well as be able to run ANY program, irrespective of which OS it was originally written to work with!

As a final component of this ideal future unified OS shell, users would access their information and applications from within a common plug-and-play interface. This league of potentially "United wait-States" would most likely come together under a declaration of guiding principles:

[] Independent development under the aegis of "cross-platform connectivity" will foster a creative and inventive environment for the continued pursuit of better, more intuitive ways and methods for manipulating and working with digitally computerized data.

[] The best of all worlds can best be experienced through a unified interconnected work arena.

[] Diversity is a highly-valuable resource of continued computer development.

[] OS diversity means a flourishing economy driven by the very engines which are already in place.

[] More people who want a computer will be able to afford one, and communicate with a wider cross-section of the world.

[] The technological advances incorporated in one OS will be available to all users to further advancing universal user-ability.

[] "Viva la OS difference!" - Pierre Francois de la Ours. (One only need allude to the notion of something "revolutionary" - and the French are there!)

=-=-=-=-=-=-=-=-=-=-=

//// **Then There's....**

=-=-=-=-=-=-=-=-=-=-=

Another road beckons to a driven idealist, who dreams of attaining distinction as the architect of THE "universal OS." This man's fervent hope is that his Windows '95 will ultimately be THE interface which offers all the necessary requirements for practically any computer application, thereby proving to be all things to all users.

Bewitched devotees of this, the single most popular and widely-installed OS in the computer world today, are enthralled with the promise of a new and improved edition of their favorite graphic interface - one which will finally address the shortcomings of the current version. Having brought the first semblance of standardization to a world still wrought with a myriad of often-conflicting methods for interfacing with the main CPU, Windows has rallied its converts beneath the banner of hope for pre-emptive multi-tasking, ease-of-use and the final establishment of a true plug-'n-play homeland.

The articles of Microsft's guiding principles would appear to be:

[] Corporate development by one company under the aegis of "single-platform conformity" will foster a more stable and universal environment in which all computerized data will be uniformly accessible.

[] The best of all worlds can best be served through a unified inter-connected work arena.

[] Conformity is a highly-valuable resource of future computer development.

[] OS conformity means a flourishing economy, driven by the ever-increasing replacement of various out-dated engines for one which speaks the same language everywhere.

[] More people who are afraid of computers will be able operate one, given they only have one system to learn. Having one world-wide platform is the ideal way to get everyone - business and personal users - to effectively communicate with each other and exchange information. With a wider cross-section of the world. No one will have to worry about whether their file can be used by someone else's PC or not.

[] The technological advances which emerge from the now substantial group of new and converted developers will stand to benefit all users.

[] "Windows is the OS of the common man!" - William Gates

=-=-=-

OS NEWS

=-=-=-

////////////////////////////////////
//// **Jaguar On-line in Florida!** ////
////////////////////////////////////

Contact: Ron Beltramo Tammy Lindsay
David Harrah
Atari Time Warner Edelman P.R.
408/745-8852 407/667-2034 415/968-4033

ATARI JAGUAR ON THE LOOSE IN TIME WARNER CABLE'S FULL SERVICE NETWORK

Orlando, FL . . . December 14, 1994 . . . Atari Corporation's Jaguar 64-bit interactive video game system went on-line today with the initiation of Time Warner Cable's Full Service Network (FSN) in Orlando, Florida. Atari Corporation's CEO Sam Tramiel joined Time Warner Chairman Gerald Levin at today's inauguration event in Orlando. Jaguar, the world's first and only 64-bit interactive game system features high-speed animation, textured three-dimensional color images and graphics, and CD-quality sound.

Consumers will access the Atari games on the Full Service Network using the 64-bit Jaguar game system device, which processes more than 100 times as much data at one time than 16-bit games, and twice as much as 32-bit game systems. This significantly increases speed and lets the game player experience superior graphic performance and animation action. Through the Full Service Network, the Atari games are digitally compressed and stored on magnetic hard drives, and downloaded to the game device at the consumers' request.

"Time Warner Cable's Full Service Network is the most advanced interactive network ever built, and it gives subscribers the most advanced interactive gaming system available -- the 64-bit Atari Jaguar," said Atari President and CEO Sam Tramiel. "Atari's Jaguar system brings the most sophisticated hardware and games to the network."

Atari Jaguar Interactive Multimedia Systems are also in use at the "Home of the 21st Century, " a model home equipped with Full Service Network capabilities, and other state-of-the-art home services located in the Sweetwater, Wekiva, Lake Brantley and Springdale community near Orlando. Five 64-bit Atari Jaguar Interactive Multimedia systems are in use in the home, which is sponsored by Time Warner Cable's Full Service Network and Southern Living Magazine.

"We're proud to offer consumers the Atari Jaguar system because it's the most advanced and powerful system available today," said Full Service Network President Tom Feige. "When we compared the graphics and capabilities of the game systems on the market, Atari Jaguar was the clear choice for us."

Since its release in November 1993, Atari's Jaguar system has been named the industry's "Best New Game System" by Video Games Magazine, "Best New Hardware System" by Game Informer, and "1993 Technical Achievement of the Year" by DieHard GameFan.

Time Warner Cable is the nation's second largest cable television operator with 7.3 million customers in 34 states, and serves more than 500,000 customers in its Florida division. Time Warner Cable's Full Service Network is a digital, interactive television network which merges cable, computer and telephone technologies to provide customers greater choice, control and convenience in accessing information and services.

Atari Corporation markets interactive multimedia entertainment systems, including Jaguar, the world's only 64-bit game system, and the only video game system manufactured in the United States.

INFO-ATARI8 DIGEST

info-atari8-request Sun Dec 18 05:10:05 MST 1994 Vol 94 : Issue 471

Today's Topics:

3.5" Add-on Drives
3.5" XF551
Atari 8-bit 2005 (3 msgs)
Atari XMM801 Printer Notes
Behind the Jaggi Lines (2 msgs)
Multiple Use Labor Element
Transferring Atari disks to PC
What is SIO2PC???

Welcome to the Info-Atari8 Digest.
Please send notifications about broken digests or bogus messages
to Info-Atari8-Request@PINE.CSE.NAU.EDU.

Just a note to readers of the Info-Atari8 Digests who don't have access
to the news group itself but would like to participate in the discussions,
please send your replies to
comp-sys-atari-8bit@cs.utexas.edu. Replies
sent to Info-Atari8@pine.cse.nau.edu will not reach the news group,
This means, please do not send mail asking to be removed from the mailing
list to the digest (info-atari8@pine.cse.nau.edu). To subscribe/unsubscribe
via the listserv, send mail to LISTSERV@VM.MARIST.EDU with the line
SUBSCRIBE INFO-A8 or SIGNOFF INFO-A8.

Questions or comments should be sent to
INFO-ATARI8-REQUEST@PINE.CSE.NAU.EDU.

Date: 17 Dec 1994 18:47:16 -0600
From: hookup!swrinde!cs.utexas.edu!not-for-mail@ames.arpa
Subject: 3.5" Add-on Drives
To: Info-Atari8@PINE.CSE.NAU.EDU

I have a couple of nice 720K 3.5" add-on drives I'd like to sell,
price is $40 each + shipping.

I tested these drives as slaves to Percom drives, they work

great.
They should also be suitable for use as slaves for the CSS upgrade for
the XF551.

These are not bare mechanisms, they nicely mounted in a metal case with
their own power supply. The case color matches the XL perfectly. The
mechanisms are made by Sony (which is the same brand sold by CSS for their
551 upgrade).

I also have a few bare Sony 3.5" 720K mechs to sell for $30 each for anyone
who might want to stuff one into a Percom or XF551. You can't find 720K
mechs any more, & using the newer 1.44M mechs sometimes doesn't work
right.

- Ben Poehland
  b.poehland@genie.geis.com

Date: 17 Dec 1994 18:23:37 -0600
From:
lll-winken.llnl.gov!sol.ctr.columbia.edu!howland.reston.ans.net!swrinde!
cs.utexas.edu!not-for-mail@ames.arpa
Subject: 3.5" XF551
To: Info-Atari8@PINE.CSE.NAU.EDU

I can supply REV 2.0 of the Woolley 3.5" ROM for $10 if anyone wants it.

- Ben Poehlland
  b.poehland@genie.geis.com

Date: Sat, 17 DEC 94 21:39:05 -0500
From:
"lll-winken.llnl.gov!sol.ctr.columbia.edu!howland.reston.ans.net!news2.
near.net!news.delphi.com!usenet@ames.arpa Walsh"
<ransom22@delphi.com>
Subject: Atari 8-bit 2005
To: Info-Atari8@PINE.CSE.NAU.EDU

Samuel Lysinger <smeg@tiamat.umd.umich.edu> writes:

>Will there come a time when our 8-bit Atari's will be so

>>archaic as to cause us not to use them?
>>
>
>No, I have an 800 which I'm giving to a friend for christmas because his
>400 died 10 years ago and he saved all of the cartridge games because he
>still wants to play them.

Glad to hear it! Spread the word!
I've been sending 'care packages' of Atari stuff to a friend back in
California (I'm in Illinois) for a while now. He only uses the 800XL
I gave him to play games, but he loves it. :)

-Joe

Date: Sat, 17 DEC 94 21:30:23 -0500
From:
"hookup!news.mathworks.com!news2.near.net!news.delphi.com!usenet@ames.
arpa Walsh" <ransom22@delphi.com>
Subject: Atari 8-bit 2005
To: Info-Atari8@PINE.CSE.NAU.EDU

Will Dwinnell <predictor@delphi.com> writes:

>That brings up an interesting question: how long will the hardware likely
>hold up?

Dunno. Good question.

As I see it (NOTE: I am not an expert on hardware lives), the
real problem for us will someday be disk drives. At least that will
probably be our first problem. There are plenty of printer interfaces
out there that will let us hook up any standard printer, so those won't
be a problem. And the chips in the machine have very low failure
rates after the first few days of use (right?). but disk drives fail
due to their mechanical (rather than electronic) nature,and we need
very specific disk drives which just aren't manufactured any moe.
er, more. :)
I guess at some point we'll all have to switch to black

boxes/
MIO II's and using hard disk drives (which should be avaiable for a
good number of years to come...grin).

Any comments from those who know more about this stuff? As this is of vital interest to us all,I'm sure the informatin would be
much appreciated.

-Joe

Date: Sat, 17 DEC 94 21:37:35 -0500
From:
"lll-winken.llnl.gov!sol.ctr.columbia.edu!howland.reston.ans.net!news2.
near.net!news.delphi.com!usenet@ames.arpa Walsh"
<ransom22@delphi.com>
Subject: Atari 8-bit 2005
To: Info-Atari8@PINE.CSE.NAU.EDU

Samuel Lysinger <smeg@tiamat.umd.umich.edu> writes:

>probably say the same thing. If you know what you are doing, you don't
>need anything fancy if what you have doesn't limit your computing ability
>in any way.

Alas,most people don't know what they're doing (this group's
readership excepted, of course![G]).
But you are so right...my 286 runs the BBS at 14.4Kbaud just
fine. It has one megabyte of RAM, a 20 megahertz CPU (which is really
overkill), and a 540 MB IDE HDD. No one complains of the slow
speed... :)
Down the road there's a guy running a board on a "spare" 486-66. Same BBS software as I have, but a MUCH more expensive machine.
He has an SVGA monitor and card hooked up to it. I use a mono
monitor and card (sure, I have color on my BBS, but I don't need to
see it on a regular basis..and I can always call in when I do need
to see it!).

But to get back to te 8-bit world, AtariWriter fills all my wordprocessing needs. SynCalc does fine for my household

spreadsheet.
I keep informatin on my Atari 8-bit and classic videogame collections
just fine with SynFile+. I track my stocks just dandily with SynCalc
and SynTrend.
Sure,I could do all this on a Pentium-90 with Windoze and Paradox (Database), WordPerfect, and Lotus 1-2-3, but why?

:)

Besides, if I *did* do that on my pentium, my household spreadsheed
wouldn't calculate properly! :)

-Joe

Date: Sat, 17 DEC 94 17:11:18 -0500
From:
"hookup!news.mathworks.com!news2.near.net!news.delphi.com!usenet@ames.
arpa Walsh" <ransom22@delphi.com>
Subject: Atari XMM801 Printer Notes
To: Info-Atari8@PINE.CSE.NAU.EDU

About three months ago, I had asked about the specifications
of the Atari XMM801 printer. While I did get some information, I didn't
get answers to all my pesky questions. :) I then called BEST, and
asked Brad how fast the machine was. He said, "Slow. If you want fast,
buy a Japanese printer." When I asked what the exact CPS was, he
said he didn't know offhand.
Well,they were only $99.95, so I bought one without really knowing what it could do. Since my goal for the past few years has been
to own at least one of each of the hardware devices produced by Atari,
I figured if it didn't work out it wouldn't be too great of a loss.
Anyway, presented here are all the specifications on it I could
find. Since Brad sent me a brand new, in the box, never before opened
XMM801, I do have the manual to refer to. :)
Essentially, what I wanted was three things out of this printer:
Something faster than the 1025; graphics capability; and the

Atari brand
name (sure, I could hook up my Panasonic KXP-1124 and get some GREAT
speed, but I'd rather use an Atari device). Those three things are
exactly what I got. If that is all you care about, then read no further.
But, if you are like me and want to know more, read on.

Atari XMM801 Printer Data:

Printing Method: Impact Dot Matrix
Printing Speed: 80 characters per second at 10 characters per inch
Print Direction: Bidirectional with logic-seeking capability
[So, even tho it is nominally only twice as fast
as the 1025, since it prints bi-directionally while
the 1025 does not, you do not lose the carriage
return time with the XMM801, making it even faster.]
Number of Pins: 8 [Okay, not so great, but . . . better than the
1025's 7 pins]
Character Matrix: 8 dots high by 9 dots wide

Character modes:
Noninternational: Full 96 ASCII character set
International: 91 ASCII and 36 international characters

Graphics: 8 dots high by 480 dots per line at normal density (960 dots per line at high density);
dot addressable

Horizontal pitches: Pica, Double Width Pica, Elite, Double Width Elite,
Condensed, Double Width Condensed

Line Spacing: 1/6 inch unless programmed otherwise

Line-Feed Speed: Maximum 5 per second at 6 lines per inch
Paper-feed method: Sprocket feed or friction feed
Paper-feed direction: Forward
Overall paper-width range: 4 to 10 inches

Paper thickness: .002 to .006 inches; one original plus one copy max.
Paper types: Fanfold pin-feed paper and single-sheets
Paper entry: Rear
Ribbon: Cartridge containing multi-strike carbon

film ribbon
with life expectancy of one million characters.
Buffer Size: 80 bytes
Interface: Atari standard serial

Physical characteristics:
Height: 4-1/2 inches
Width: 15-1/2 inches
Depth: 11-1/8 inches
Weight: Approximately 10.1 lbs.

Still with me? Good. :) the above is taken directly from Owner's Manual.
The following is stuff I found out in using it, or by other research:
It is capable of reverse-feed. For instance, it uses this when printing in two columns; it prints the first column all the way to the end of the page, then reverses to the top, and prints the second column.

It is capable of using all of the AtariWriter/Atariwriter+ print features and modes. It does underline and boldface printing.
It also does superscripts and subscripts (very readable!).
The ribbons print REALLY nicely. While normal nylon-type ribbons are available for it, the carbon-film ribbons give a much nicer image,and don't dry out. :)
Ribbons cost anywhere from $8.50 to $9.95, depending on where you shop.

Essentially, this printer is the 825 with faster printing and graphics.
Oh, and the descenders aren't TRUE, per se. They do go one pin below the bottom of the other characters. Normal printers go at least one more pin lower. But, this does alleviate the "smashed" look you get with 7 pin printers.
Using the XMM801 Print Shop driver available from B&C Computer-visions, I tried out the printer's graphics features. It comes out very nicely, if slowly. Lines are well-formed, dark and clean. Pictures come out well, considering it is a printer from 1985 -- not something to show the boss, but nothing you would be ashamed of showing to friends

and family members. :)

That about covers it. If there is anything that I didn't cover
in these notes, tell me what you want to know and I will try to find
out.

Thanks for reading,

Joe

Date: Sat, 17 Dec 1994 23:45:31 GMT
From:
hookup!swrinde!howland.reston.ans.net!torn!nott!cunews!freenet.carleton.
ca!FreeNet.Carleton.CA!ai542@ames.arpa (Vince Grienti)
Subject: Behind the Jaggi Lines
To: Info-Atari8@PINE.CSE.NAU.EDU

In a previous posting, Joe Walsh (ransom22@delphi.com) writes:

[stuff deleted]

>>considered to be game machines, whereas the IBM PC was the "professional"
>>biz machine?? Hohoho, if those fools could have seen todays game market
>>for the PC... ;)
>>Sometimes I think the evolution of intel's cpus is just carried on to
>>make possible faster and more complex games, better graphics and
>>incredible sound...

One crucial difference between the IBM machines and Atari was that the IBM
machines used fairly open architecture. Just about all of the chips were
literally "off the shelf", and there were no proprietary chips - outside
of the ROM - and even that was hacked by the clone makers.

Atari used proprietary custom chips (manufactured by Ferranti, if I
remember correctly), much like the Mac. Thus, they could not be legally
cloned; the GTIA, Pokey, etc... chips were far too specialized in the
Atari. If Atari would have gone the open architecture road, I suspect that

Windows would not have been the hit that it is, since the ST and Mac had
them long before Bill Gates conceived of it.

>
>Essentially, it was the popularity of the Atari computers that
> caused them to be game machines. It doesn't pay to make a game for a
> machine that has a small instaled user base, esp. when Commodore and
> Atari had such HUGE installed user bases.
>
The reason that Ataris were popular was because the games were so unlike
those ascii wonders in the IBM world, the graphics on the Atari 8 bit (and
ST) were clean, sharp, extremely colourful AND could connect to any TV..
BTW, just as an aside here, I was looking through an INMAC computer
catalogue and found a unit that hooks up to an IBM clone that for a mere
$399 allows you to connect to a TV....dejas vu or what!!! ;)

--

"Any sufficiently advanced technology is indistinguishable from magic."
--- Arthur C. Clarke

ai542@FreeNet.Carleton.CA
(Vince Grienti)
Nepean, Ontario
CANADA

Date: Sat, 17 DEC 94 21:48:31 -0500
From: "hookup!news.mathworks.com!news2.near.net!news.delphi.com!usenet@ames.arpa Walsh" <ransom22@delphi.com>
Subject: Behind the Jaggi Lines
To: Info-Atari8@PINE.CSE.NAU.EDU

Vince Grienti <ai542@FreeNet.Carleton.CA> writes:

>The reason that Ataris were popular was because the games were so unlike
>those ascii wonders in the IBM world, the graphics on the Atari 8 bit (and

>ST) were clean, sharp, extremely colourful AND could connect to any TV..

ABsolutely true. CGA doesn't hold a candle to Atari 8-bit graphics. Even EGA doesn't compete when you consider the display
list tricks that can be done on an Atari. And nothing beats built-
in sprites/players.

>BTW, just as an aside here, I was looking through an INMAC computer
>catalogue and found a unit that hooks up to an IBM clone that for a mere
>$399 allows you to connect to a TV....dejas vu or what!!! ;)

Saw that too. Isn't that a riot! Pay $399 so you can hook up your
$2000 computer to a TV just like you can with my $10 8-bit ATari. :)

-Joe

Date: Sun, 18 Dec 1994 03:16:11 GMT
From: uno.edu!MJTMC@@cs.cs.uno.edu
Subject: Multiple Use Labor Element
To: Info-Atari8@PINE.CSE.NAU.EDU

In article <1PfwkiivM8eE075yn@use.com>, nugget@use.com (David McNett) writes:
>
>The big question burning in my mind is: On the C= version of MULE, was the
>planet still named the planet IRATA? (Which is, of course, ATARI backwards)

Yep. Good thing, too, "Erodommoc" would be something of a nightmare to try
and pronnounce.

"Erdomok? Eraddomok? Iroodoomak?"

Date: 17 Dec 1994 17:42:03 -0800
From:
svc.portal.com!portal.com!cup.portal.com!Rick_Michael_Cortese@uunet.uu.net
Subject: Transferring Atari disks to PC
To: Info-Atari8@PINE.CSE.NAU.EDU

BTW: Not that anybody cares, but my son borrowed my wire wrap tool
so I had some time to jerk around. I found out I can pick a MS DOS
180k disk clean with my ATR8000. I haven't found out how to set
the thing for a 360k MS DOS disk yet, probably won't either 'cause
I'm a little bored with it already. If anybody needs the info, let
me know. I kind of found it interesting SIO supported 512 byte sectors
with the ATR anyway.
Rick

Date: Sun, 18 Dec 94 12:57:32 +1300
From:
hookup!swrinde!howland.reston.ans.net!news.starnet.net!wupost!waikato!
comp.vuw.ac.nz!news.massey.ac.nz!manawatu.planet.co.nz!stingray.manawatu.gen.nz!
ri
 chard@ames.arpa (Richard MORRIS)
Subject: What is SIO2PC???
To: Info-Atari8@PINE.CSE.NAU.EDU

What is SIO2PC???

I have only recently joined this group, and would like to be able to transfer
files between my ST and my 800XL (as soon as I can fix it - it died recently)

Is there a way to do this? I don't have the 850 interface - is that right?
Sorry - running from memory on that one. But I would like to be able to
knock up some kind of interface to connect the 2 ataris.

I wired up a serial cable a few years ago that connected my XF551 (???) drive
to my ST, but it doesn't use the same storage method which is no good to me.

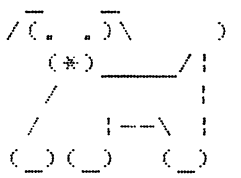
Basically, like everyone else I guess, I want to be able to ftp files across
and then send them to the 8 bit. Actually, if the transfer rate was high
enough,
I'd like to maybe use my ST as a virtual drive perhaps?

Any help would be appreciated.

Richard =8-]

PS. Anyone selling an 8 bit - pref. 800XL or 130XE for a sensible price in New
Zealand? I can't buy a US one because we use PAL, and don't want to send
overseas if I can help it.

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

End of info-atari8-request Digest
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